IN THE CLAIMS

Please amend claims 33, 42, and 43; cancel claims 35 and 36; and add new claims 60 and 61 as follows:

Claims 1-32 (Canceled)

33. (Currently Amended) A gaming table for use with electronic circuit memory ~~microchip~~ gaming chips, comprising:

a tabletop ~~including a gaming chip storage area and at least one gaming chip testing area~~ comprising an operator side, said operator side comprising at least one gaming chip testing area, a display device, and a gaming chip storage area, wherein said display device and said gaming chip storage area are placed on the tabletop in reach and in view of an operator, and at least one gaming station on a customer side of the tabletop;

at least one test station including a communication unit adapted to exchange information with a memory of [[a]]at least one gaming chip in said gaming chip testing area by an antenna device disposed at least one of on and in said tabletop, the communication unit being associated with a processing unit for processing information contained in said memory; and

at least one display device for displaying an output message obtained from the processing unit and based at least in part on information contained in said memory, said display device including a screen at least one of on and in said tabletop,

wherein ~~the display device is physically separate from a casing of said test station and the gaming chip testing area and the screen of the display device are close together,~~

~~beside said storage area and in reach and in view of an operator of the table~~ said gaming chip testing area comprises an anti-collision device for reading information from a batch of gaming chips placed in said testing area and said display device displays on said screen the total value of the batch of chips placed in said gaming chip testing area which permits rapid authentication of the gaming chips by comparison of the total value displayed with the value mentally calculated by an operator.

34. (Previously Presented). The gaming table according to claim 33, wherein the screen of the display device is a flat screen mounted flush with the tabletop.

35. (Canceled)

36. (Canceled)

37. (Previously Presented) The gaming table according to claim 35, wherein the screen of the display device has a single display line parallel to the proximal operator side of the tabletop.

38. (Previously Presented) The gaming table according to claim 33, wherein the communication unit is one of wholly or partially under the tabletop of the gaming table and said test station also incorporates in its casing the processing unit which has an output connected to the display device.

39. (Previously Presented) The gaming table according to claim 33, wherein the chip storage area is a chip rack.

40. (Previously Presented) The gaming table according to claim 39, wherein the gaming chip testing area is located beside a tip box.

41. (Previously Presented) The gaming table according to claim 39, wherein two gaming chip testing areas are disposed laterally on either side of the chip rack and are combined with one of, a screen that is centrally located with respect to the chip rack, or with two lateral screens.

42. (Currently Amended) The gaming table according to claim 41, wherein said one of the screen or two lateral screens is/are placed immediately in front of the chip rack on ~~a customer side of the gaming table~~ the side of the at least one gaming station.

43. (Currently Amended) The gaming table according to claim 33, further comprising, on the tabletop ~~of the gaming table~~, other areas for one of a) electronically reading or b) electronically reading and writing gaming chips associated with antennas having ~~appropriate~~ multiplex connections to the test station and via said test station to the screen of the display device.

44. (Previously Presented) The gaming table according to claim 43, wherein one of the a) electronically reading or b) electronically reading and writing areas comprise gaming stations of the gaming table.

45. (Previously Presented) The gaming table according to claim 33, wherein the gaming table comprises one of a blackjack, baccarat, minibaccarat or stud poker gaming table, a gaming table for games derived from the above games, a cash table or a change table.

46. (Currently Amended) A gaming table for use with electronic circuit memory ~~microchip~~ gaming chips, comprising:

a tabletop including a gaming chip storage area and at least one gaming chip testing area;

at least one test station including a communication unit adapted to exchange information with a memory of a gaming chip in said gaming chip testing area by an antenna device disposed at least one of on and in said tabletop, the communication unit being associated with a processing unit for processing information contained in said memory;

at least one display device for displaying an output message obtained from the processing unit and based at least in part on information contained in said memory, said display device including a screen at least one of on and in said tabletop; and

on the tabletop of the gaming table, other areas for one of a) electronically reading or b) electronically reading and writing gaming chips associated with antennas having appropriate multiplex connections to the test station and via said test station to the screen of the display device,

wherein the display device is physically separate from a casing of said test station and the gaming chip testing area and the screen of the display device are close together, beside said storage area and in reach and in view of an operator of the table;

the screen of the display device is a flat screen mounted flush with the tabletop;

the tabletop has one of a rectangular or pseudo-rectangular shape with two longer sides, wherein said tabletop comprises a proximal operator side carrying said storage area, which is also one of a rectangular or a pseudo-rectangular shape, and a distal customer side, and wherein the gaming chip testing area is in the vicinity of a shorter side of said storage area;

the gaming chip testing area and the screen of the display device are substantially on respective opposite sides of a substantially distal corner of the storage area;

the screen of the display device has a single display line parallel to the proximal operator side of the tabletop;

the communication unit is one of wholly or partially under the tabletop of the gaming table and said test station also incorporates in its casing the processing unit which has an output connected to the display device;

two gaming chip testing areas are disposed laterally on either side of the chip rack and are combined with one of, a screen that is centrally located with respect to the chip rack, or with two lateral screens; and

said one of the screen or two lateral screens is/are placed immediately in front of the chip rack on a customer side of the gaming table.

47. (Previously Presented) A gaming room surveillance equipment comprising at least one gaming table according to claim 33, wherein at least one display duplicator device is associated with said display device of said gaming table and a second screen external to the gaming table can be viewed by a second gaming room operator.

48. (Previously Presented) The gaming room surveillance equipment according to claim 47, wherein the display duplicator device is near the location of said second gaming room operator who is one of a table chief or a table supervisor.

49. (Previously Presented) The gaming room surveillance equipment according to claim 47, wherein the display duplicator device is integrated into a video surveillance system of a gaming room by one of a serial external interface, an IP network or an analogous network, with embedded display on screens of video monitors of one of a gaming room surveillance or a security staff.

50. (Previously Presented) The gaming table according to claim 46, wherein one of the screen or two lateral screens is/are placed immediately in front of the chip rack on a customer side of the gaming table.

51. (Previously Presented) A method for utilizing a gaming table with electronic memory microchip gaming chips, comprising:

providing a tabletop including a gaming chip storage area and at least one gaming chip testing area;

providing at least one test station including a communication unit adapted to exchange information with a memory of a gaming chip in said gaming chip testing area by an antenna device disposed at least one of on and in said tabletop, the communication unit being associated with a processing unit for processing information contained in said memory; and

providing at least one display device for displaying an output message obtained from the processing unit and based at least in part on information contained in said memory, said display device including a screen at least one of on and in said tabletop,

wherein the display device is physically separate from a casing of said test station and the gaming chip testing area and the screen of the display device are close together, beside said storage area and in reach and in view of an operator of the table.

52. (Previously Presented) The method of utilizing a gaming table according to claim 51, further comprising positioning the communication unit one of wholly or partially under the tabletop of the gaming table and said test station also incorporating in its casing the processing unit which has an output connected to the display device.

53. (Previously Presented) The method of utilizing a gaming table according to claim 52, further comprising positioning the gaming chip testing area beside a tip box.

54. (Previously Presented) The method of utilizing a gaming table according to claim 52, further comprising positioning two gaming chip testing areas laterally on either side of the

chip rack and combining them with one of, a screen that is centrally located with respect to the chip rack, or with two lateral screens.

55. (Previously Presented) The method of utilizing a gaming table according to claim 54, further comprising placing one of the screen or two lateral screens immediately in front of the chip rack on a customer side of the gaming table.

56. (Previously Presented) The method of utilizing a gaming table according to claim 51, wherein on the tabletop of the gaming table, associating other areas for one of a) electronically reading or b) electronically reading and writing gaming chips with antennas having appropriate multiplex connections to the test station and via said test station to the screen of the display device.

57. (Previously Presented) A method of utilizing a gaming room surveillance equipment comprising providing at least one gaming table according to claim 51, comprising associating at least one display duplicator device with said display device of said gaming table and a second screen external to the gaming table can be viewed by a second gaming room operator.

58. (Previously Presented) The method of using a gaming room surveillance equipment according to claim 57, further comprising integrating the display duplicator device into a video surveillance system of a gaming room by one of a serial external interface, an IP

network or an analogous network, with embedded display on screens of video monitors of one of a gaming room surveillance or a security staff.

59. (Previously Presented) The method of utilizing a gaming table according to claim 54, wherein said at least one of the screen or lateral screens is/are placed immediately in front of the chip rack on a customer side of the gaming table.

60. (New) The gaming table according to claim 33, wherein the anti-collision device comprises:

a device configured to discriminate gaming chips and permit capturing of an identity of a single gaming chip in the batch of gaming chips placed in the testing area;

a device configured to perform reading and/or writing operations to said single gaming chip;

a device configured to deactivate said single gaming chip after the reading and/or writing operations; and

a device configured to permit reactivation of a batch of deactivated chips.

61. (New) The gaming table according to claim 33, wherein said batch of chips comprises at least a stack of chips.